Fig. 1 (Prior Art)

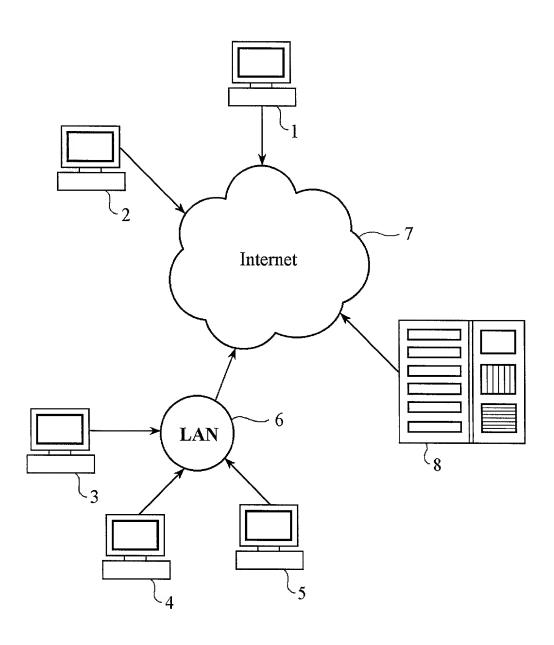


Fig. 2

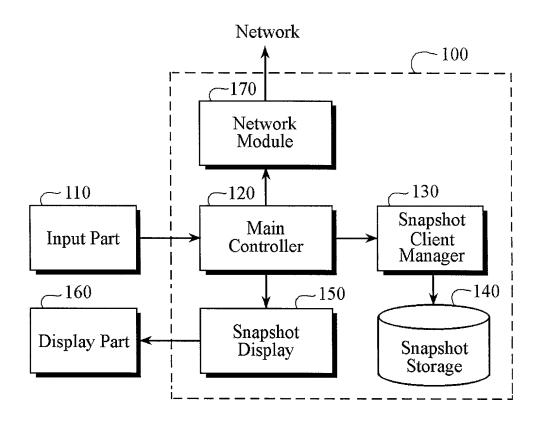


Fig. 3

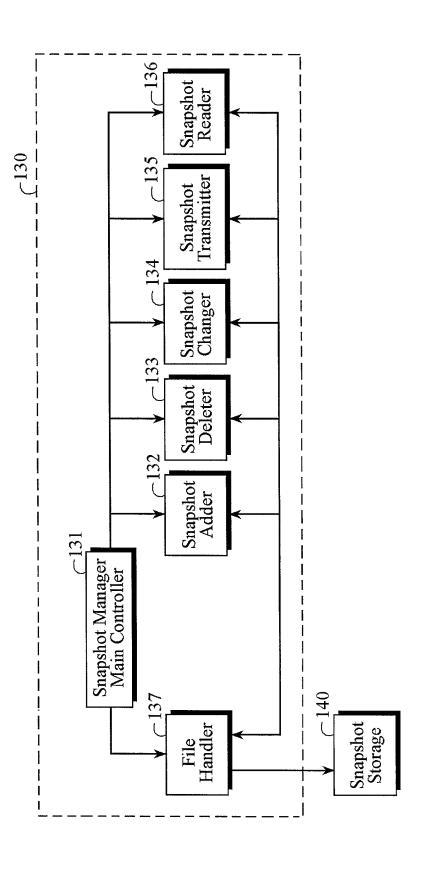
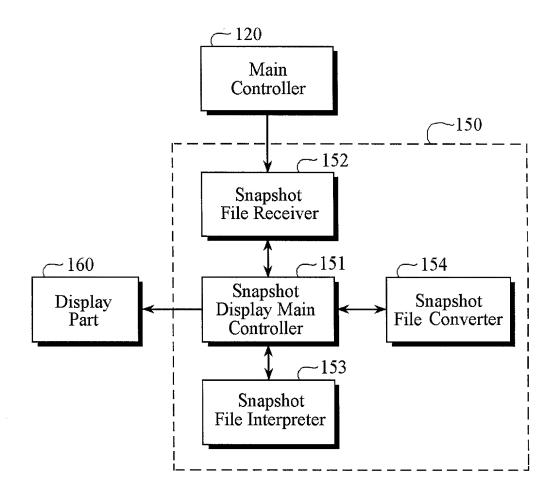
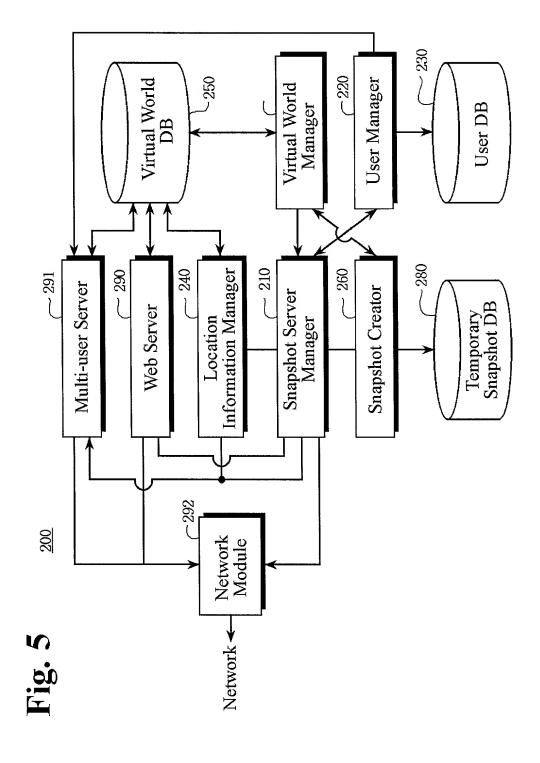
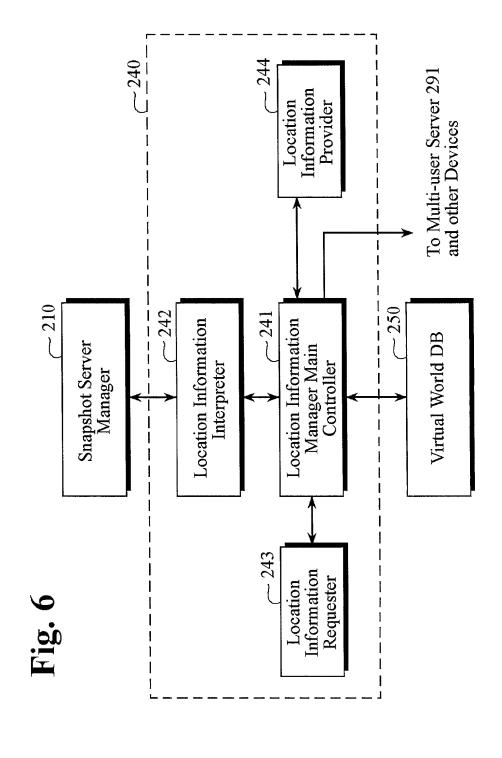


Fig. 4







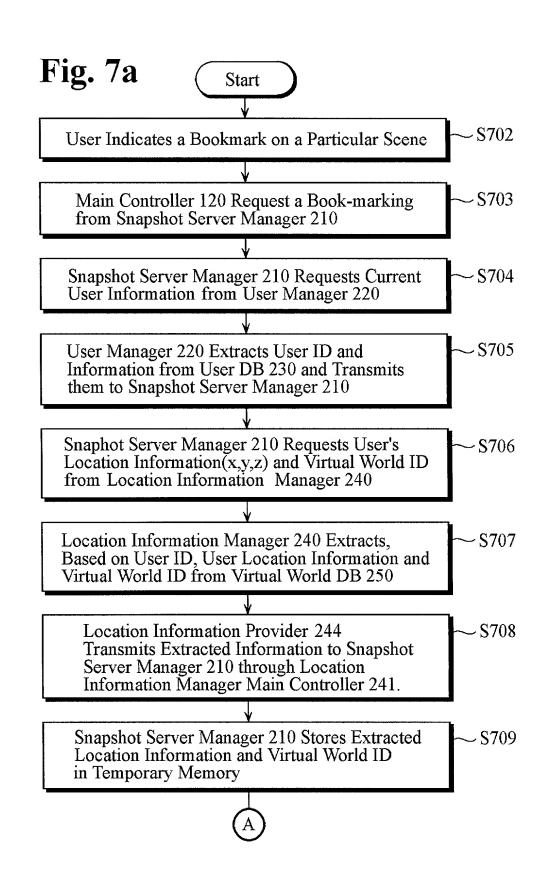


Fig. 7b



Snapshot Server Manager 210 Requests Snapshot S710 Creator 260 to Create Snapshot of Current Scene Snapshot Creator 260 Requests Information Required S711 for Creating Snapshot from Virtual World Manager 270 Virtual World Manager 270 takes Information S712 Required for Creating Snapshot from Virtual World DB 250, and Transmits them to Snapshot Creator 260 through Snapshot Server Manager 210 Snapshot Creator 260 Creates Snapshots S713 in the form of Graphic Files Snapshot Creator 260 Combines Information Stored S714 in Temporary Memory and Created Graphic Files, and Stores them in Temporary Snapshot DB 280 Snapshot Server manager 210 Transmits Snapshot S715 Managing Files to Main Controller 120 of Book-marking Client System 100 through Network Module 292 Main Controller 120 Transmits Snapshot Managing Files S716 to Snapshot Client Manager 130, and Snapshot Client Manager 130 Stores them in Snapshot Storage 140 End

Fig. 8

```
{(category(name:World-Cat-ID)
  (field(name:game)(value 001))
  (field(name:sports)(value 002))
  (field(name:e-commerce)(value 003))
  (field(name:search)(value 004))
  (field(name:community)(value 005))
  (field(name:training)(value 006))
  (field(name:food)(value 007))
  (field(name:life)(value 008))
 (category(name:World-ID)
  (field(name:ID)(value 00000000)
(category(name:position)
  (field(name:x)(numeric)
  (field(name:y)(numeric)
  (field(name:z)(numeric)
(category(name:orientation)
  (field(name:x)(radian)
  (field(name:y)(radian)
  (field(name:z)(radian)
 (category(name:Avatar-cat)
(category(name:World-Ver))
```

Fig. 9

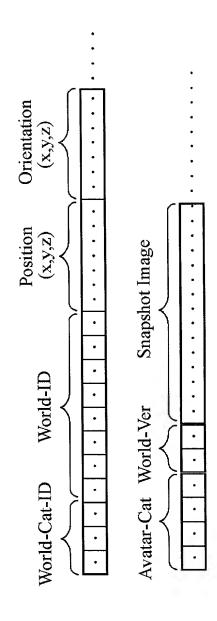


Fig. 10a

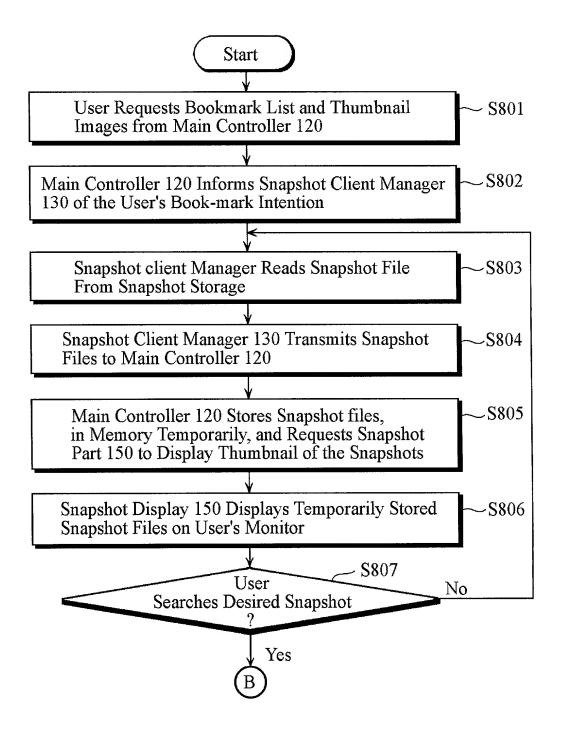


Fig. 10b

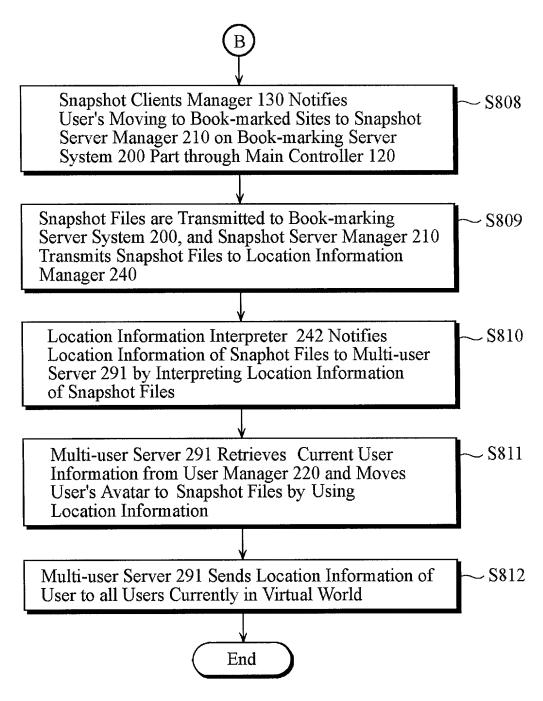


Fig. 11

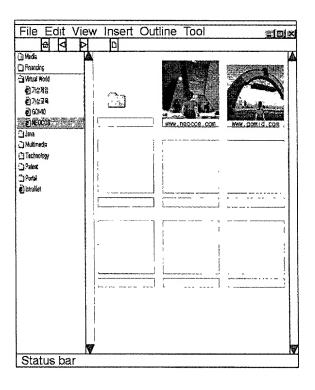


Fig. 12

